

STUDYMATETM

THE GRADE BOOSTERTM



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E D U C A T I O N A L S O F T W A R E TM

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APPLE

STUDYMATE - The Grade Booster™

INTRODUCTION

After successfully developing products for early learning, Compu-Teach made a commitment to the development of innovative software products for teens and adults. The focus of this commitment was the use of the computer as an interactive study tool. To do this, we researched the study behavior of teens and adults. Working cooperatively with others already in this field, we developed this very effective tool which makes the computer an invaluable asset to the study process.

STUDYMATE - The Grade Booster was designed over a three year period using over one thousand hands-on users. We believe STUDYMATE is the most effective interactive study tool available on the market today. We intend to continue to enhance this product, as we have from the beginning of development, with suggestions from users like you.

We encourage you to write to us with any further enhancements you would like to see. Watch for further interactive study tools for teens and adults from Compu-Teach.

GETTING STARTED

STUDYMATE will run on the Apple IIc, IIc Plus, IIGS, IIe with an eighty-column card and 128K RAM, or a properly configured Apple compatible computer.

WHAT'S INSIDE

The first thing you should do is make sure your **STUDYMATE** package is complete. Here's what it should contain:

- Program disk(s).
- This manual.
- A registration card.
- "How to Study" book.

Your package may also contain **STUDYMATE Power Disks**, reference materials, and other literature.

Please fill out the registration card now and drop it in the mail at your earliest convenience. If we have your card, you will receive information about future enhancements to this product, and about new educational products from Compu-Teach.

STARTING STUDYMATE

You must load **STUDYMATE** at the beginning of each session. Just follow these simple steps:

1. Carefully insert the program disk in your disk drive, and close the drive door.
2. Turn your computer and monitor on.
3. The **STUDYMATE** program will be loaded from the disk into the computer. This may take a few moments, so please be patient until the process is completed.
4. Depending on the copy protection used for your **STUDYMATE**, you will be presented with the login screen, or you will be prompted to enter a piece of information from the enclosed "How to Study" book. Carefully locate the requested word and type it in the space provided. When you are finished, press **RETURN**.
5. At the login screen, type your name in the space provided, and press **RETURN**.
6. The Main Menu will appear, and the program is ready for you to begin.
7. If you are creating new files, you should insert a blank, formatted disk. Due to the copy protection on the **STUDYMATE** disk, it is recommended that you store all new files on this separate disk.

We recommend that you make frequent backup copies of the files you have created with **STUDYMATE**.

USING STUDYMATE

STUDYMATE is designed to help you learn and memorize whatever material you need to know. It is most productive in situations where specific facts, dates, or words need to be learned. It is commonly used for studying language vocabulary (foreign or English), history, science, and professional licensing exams. However, **STUDYMATE** is so versatile that its possibilities are unlimited.

You actually start learning your material through the easy process of entering it. You then receive immediate and accurate feedback about what material you know, and what you need to study further. **STUDYMATE** will test you, report the percentage answered correctly, and retest you on questions answered incorrectly. Repeatedly testing yourself on any material is the fastest and easiest way to learn. When reading facts in books, you may believe you have memorized them all, but by using the testing section of **STUDYMATE**, you will know for certain that is so.

TAKE A TEST

Taking a test in **STUDYMATE** is very simple. You will be prompted to choose a test which has been previously entered. The test instructions will be displayed, and then the first question will appear. Read each question carefully before answering. You must enter responses exactly as they were entered when creating the test. When you have completed the test, your results will be displayed.

All test formats, excluding True/False, will allow you two chances to answer a question correctly, however, other formats will allow only one chance. If you answer a question incorrectly, you will be given the correct answer.

After taking a test, you will be offered the options of: **Retest Incorrect Responses, Retest Complete Test, Print Results, and Return to Menu.** If you answered questions incorrectly, you should try the test again.

Create a New Test

STUDYMATE has been designed to make the entry process as simple and flexible as possible.

After selecting the **Create a New Test** option, you will be prompted for the name of your new test. You should give the test a name that will be easy to remember; one which gives an idea of the information contained in the test.

Once you have entered the name, you will be able to enter a short description of the test. Use this description to give more detail of what the test is about.

When you have completed the description, you will be prompted to choose the test type. You may choose from six formats: **True/False, Multiple Choice, Question-Response, Fill in the Blanks, Spell Scramble, and Multiple Formats.**

True/False - allows you to enter a statement, and highlight either True or False.

Multiple Choice - offers two methods for entering different types of material. You may enter the question, the correct answer, and several incorrect responses. Or, you may enter the question and only the correct answer, allowing **STUDYMATE** to insert the incorrect responses to each question when you take your Multiple Choice test. These incorrect responses will be randomly selected from amongst other answers on the list. Use this "random" mode for entering pairs of words or phrases (i.e. English words as questions, French words as answers; events as questions, dates as answers; quotes as questions, writers as answers, etc.). In fact, this mode is useful whenever an answer to one question could be a reasonable answer to other questions.

By entering material in this "random" Multiple Choice mode, you have an additional testing option without additional data entry. Should you choose to, **STUDYMATE** will allow you take a Question-Response test based on information entered in Multiple Choice format. For foreign vocabulary, we highly recommend that you test yourself first in the Multiple Choice format to learn the material, and then in Question-Response format to thoroughly master the material.

Question-Response - will allow you to enter a statement or question, along with a correct response. In the testing mode, you will be required to type the complete response.

Fill in the Blanks - will provide space to enter a statement. After entering the statement, you may highlight words that will become blanks when you take the test. Up to three separate statement portions can be highlighted.

Spell Scramble - allows you to enter a word and a corresponding hint or definition. When taking a test, you may choose to be challenged by **Missing Letters** (each word will be displayed with letters missing), or by **Spell Scramble** (the letters of the word will be anagrammed).

Multiple Formats - each question may be entered into any of the above formats. You should try to group questions that are of the same format.

After choosing a test format, enter any instructions for the test. Instructions can be direction on how to take the test, or they may be information that is necessary to complete the test, such as a list of words. Use the instruction space only for information that is common throughout the entire test.

Once you have entered the instructions, you will begin entering questions in the test. Prompts at the bottom of the screen will guide you through the entry process. If you make a mistake, don't worry. You can correct mistakes at any time.

The first entry on each screen is your question/statement. This area has been made quite large to facilitate entry of any type of question. The entry section functions as a full-featured word processor. Functions such as Delete, Insert, and Word-wrap work exactly as you would expect them to.

Pressing **RETURN** twice will move your cursor to the response area. The response area is where you enter answers, correct responses, incorrect responses, and hints, depending on the type of test you are creating.

Editing Keys

Apple-E - toggles between Overstrike and Insert modes.

Delete - acts as a backspace.

Tab - moves to the next editing field.

Esc - also moves to next editing field.

Edit a Test

When you choose **Edit a Test**, you will be prompted to choose the test you wish to modify. Highlight the name, and press **RETURN**.

You will now be prompted to make any changes to the test description, and the test instructions. Make any necessary changes, and follow the prompts at the bottom of the screen to continue to the next section.

The Editor will allow you to scroll through the questions in your test, edit individual questions, delete questions, and add new questions. Follow the prompts at the bottom of the screen to make changes.

Review a Test

Before taking a test, you may want to review the information it contains. The **Review a Test** feature allows you to look at each question on the test, along with its correct response. Follow prompts at the bottom of the screen to scroll through the questions in the test. Choose **Quit** when you have finished reviewing the questions.

Print a Test

STUDYMATE offers two ways to print each test. You may choose to print **Study Sheets**, which will print each question in a test, along with its corresponding correct answer. The second feature allows you to **Print a Blank Test** for off-screen testing. The final page of the printout will be a key of correct answers.

Delete a Test

When choosing the **Delete a Test** option, you will be prompted to highlight the name of a test to delete. Before deleting a test, you should make sure that you will not need it again, or that you have a backup copy. Once you have deleted a test, you will not be able to retrieve it.

Change Directory

This feature will allow you to change the current slot and drive. Highlight the setting you wish to change and press **RETURN**. Enter the number of the drive you wish to use. Example: A 3.5" drive might be accessed as Slot 5, Drive 1. Press **ESC** to return to the menu.

Exit

This option will end your **STUDYMATE** session. To restart the program, or to start another program, re-boot the computer.

MENU SCREEN PROMPTS

ADD - insert a new question at the end of the test.

DELETE - remove the current question permanently.

PREVIOUS - display the previous test question.

NEXT - display the next test question.

SEARCH - go directly to a specified question.

BLANKS - choose the words to be removed for Fill in the Blanks.

QUIT - save the test and return to the Main Menu.

CREDITS

Based on the program by Jackson Software, Inc.

Produced and Designed by Lynn Rushing, Jonathan Star, and David J. Urban

Programmed by Alan Drogin

Graphics by Wendy Samberg

Vocabulary Power Disk created by Renee Granato, Susan Pet, and George Crisanti

